

Sub E57
F2
B2

10. (Twice Amended) A method for transmitting information from a server to a client station in a mobile-based client-server system, comprising:

evaluating the information at the server to determine whether the information is of a selected type and quantity without the client station initiating the evaluation by establishing a connection with the server; and

transmitting a message from a transceiver associated with the server to a transceiver associated with the client station if the information is of a selected type and quantity, the message indicating the server has information for the client station.

Sub C4
F3
B3

16. (Amended) A machine readable medium having stored thereon a program for adapting a client station to receive and process messages transmitted from a server via a wireless network connection, and for causing the client station to perform the steps of:

evaluating a received message to determine whether the server has a selected type and quantity of information waiting for the client station, the received message prepared by the server without the client station first initiating a connection with the server;

generating a signal containing a telephonic address of a communication transceiver associated with the server and instructions for establishing a log-on connection with the server if the server has a selected type and quantity of information waiting for the client station; and

transmitting the signal to a transceiver associated with the client station, the client station transceiver configured to establish a communication link with the server transceiver based on the telephonic address.

Sub E97
F4
and
B4

19. (Twice Amended) A mobile-based client-server system, comprising:

a client station adapted for communication with an associated client station transceiver;

a server configured to periodically receive or generate information to be delivered to the client station, the server linked to an associated server transceiver, wherein

the server is further configured to transmit a message to the client station via the respective server and client station transceivers upon receiving or generating a selected type and